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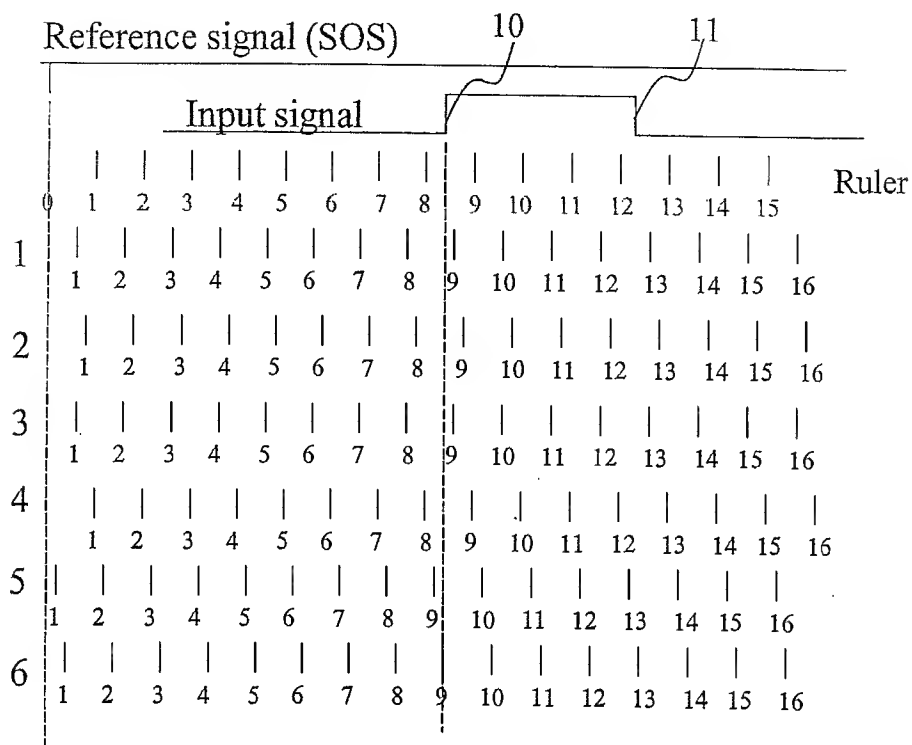


Fig. 1

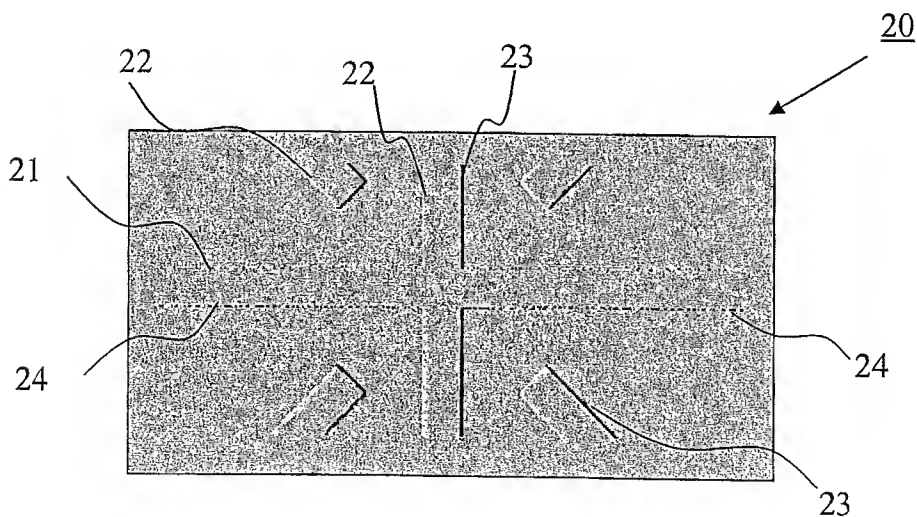


Fig. 2

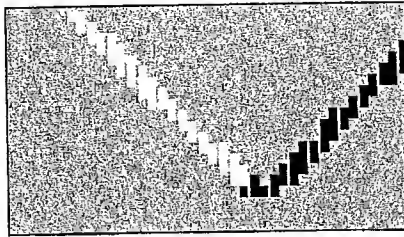


Fig. 3

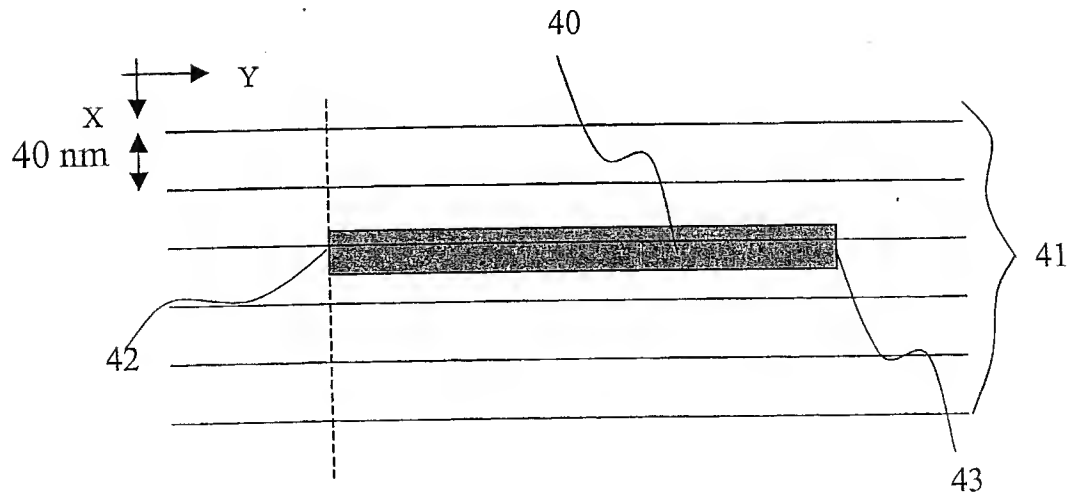


Fig. 4

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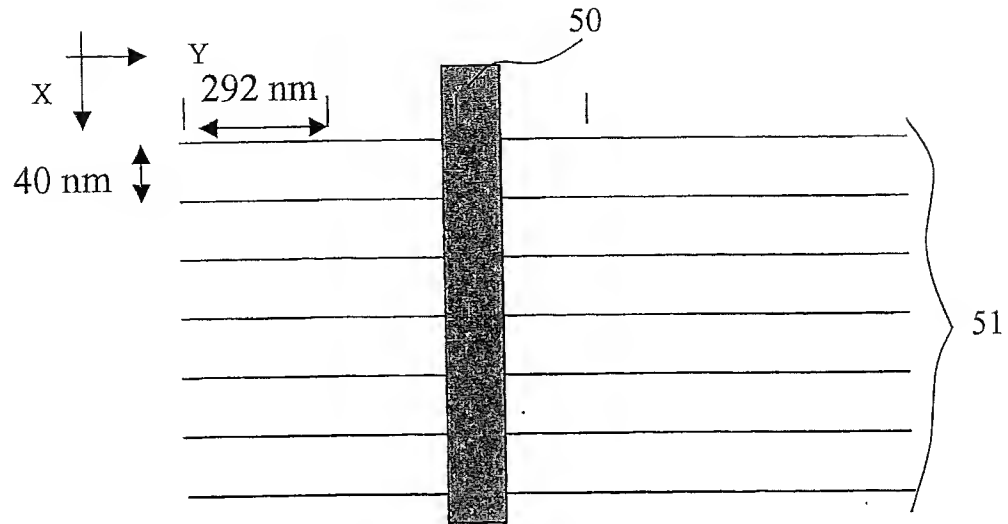


Fig. 5

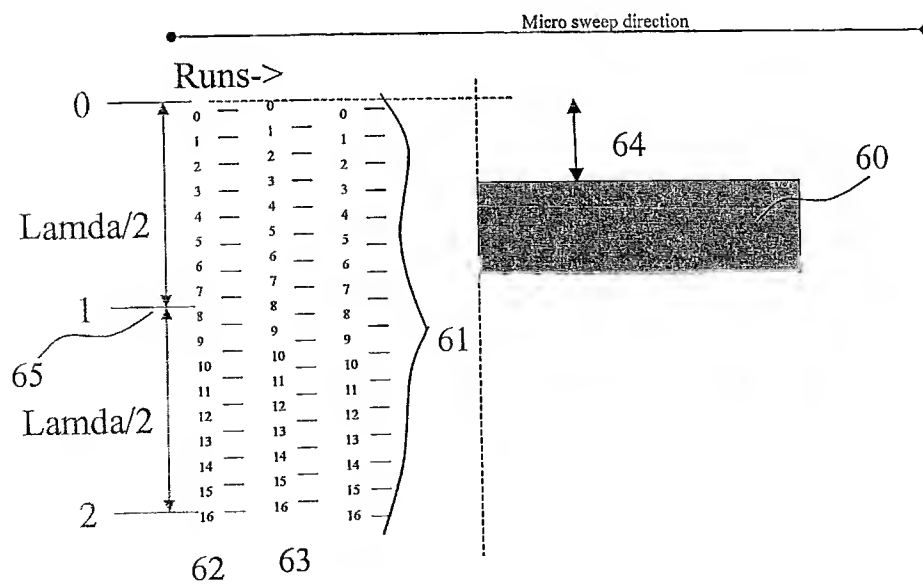


Fig. 6

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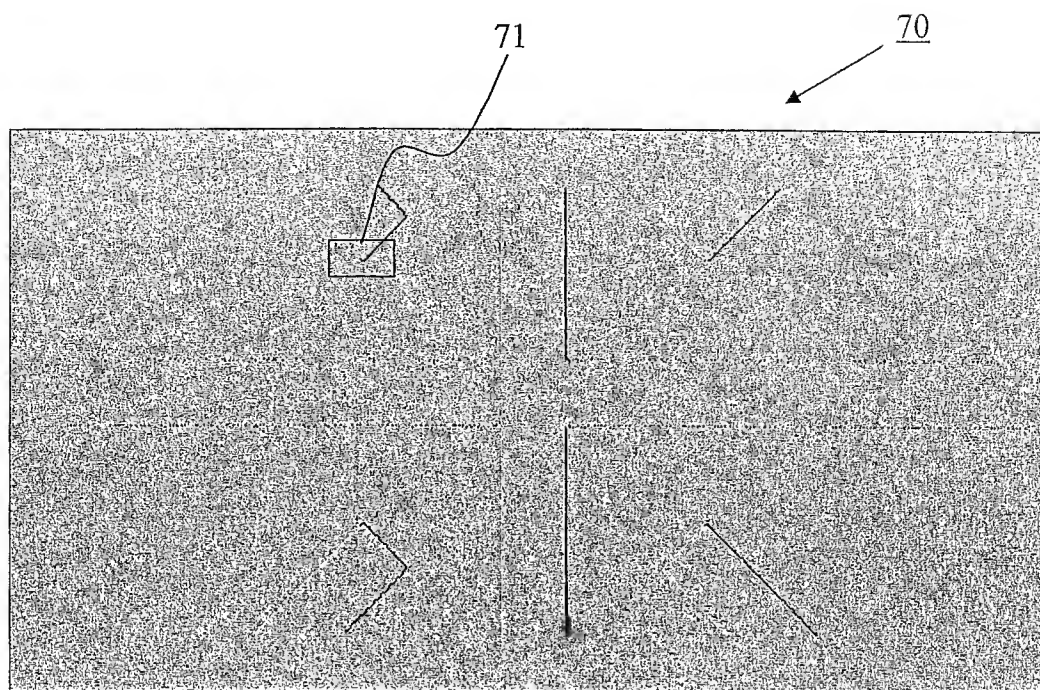


Fig. 7

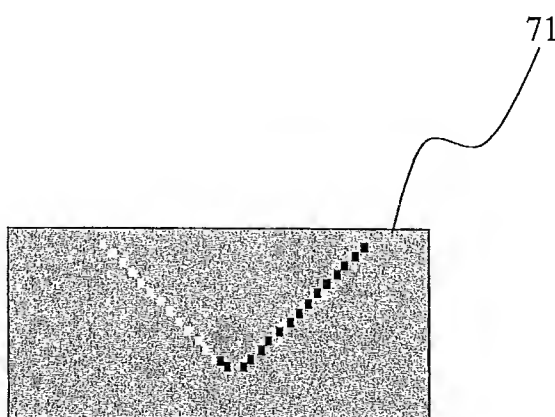


Fig. 8

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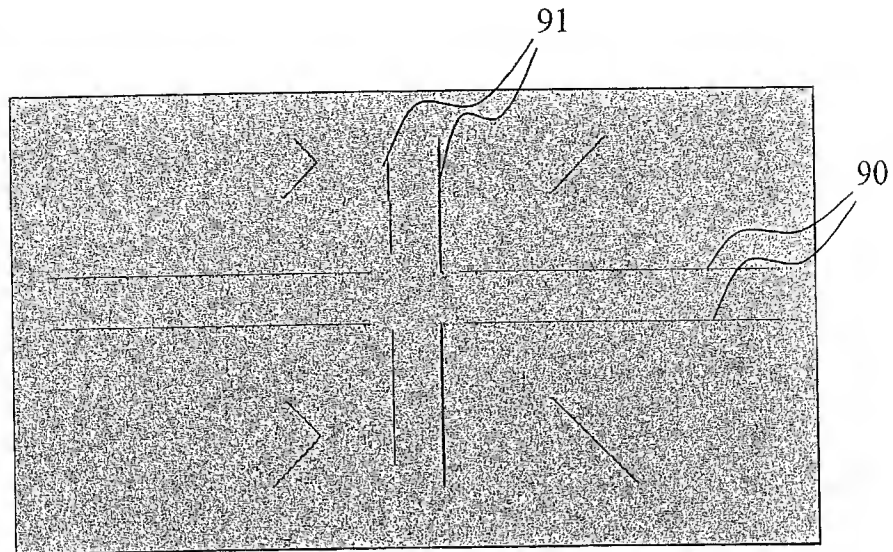


Fig. 9

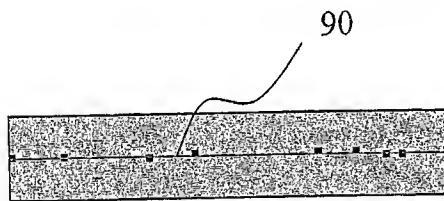


Fig. 10a

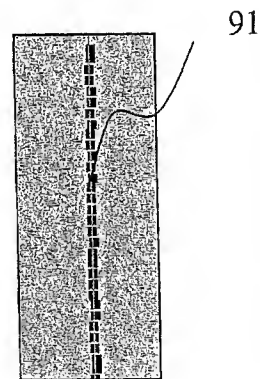


Fig. 10b

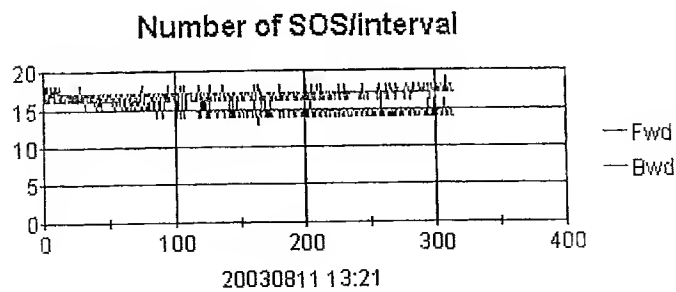
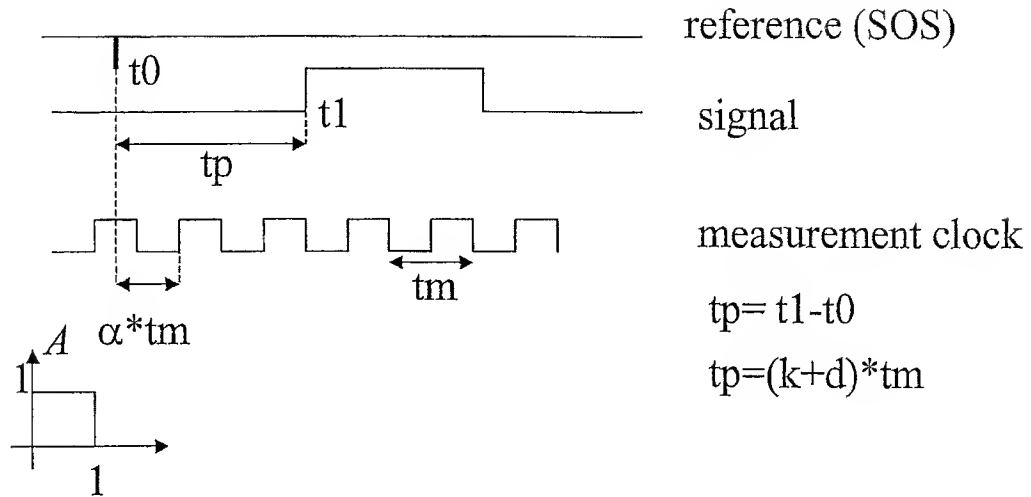
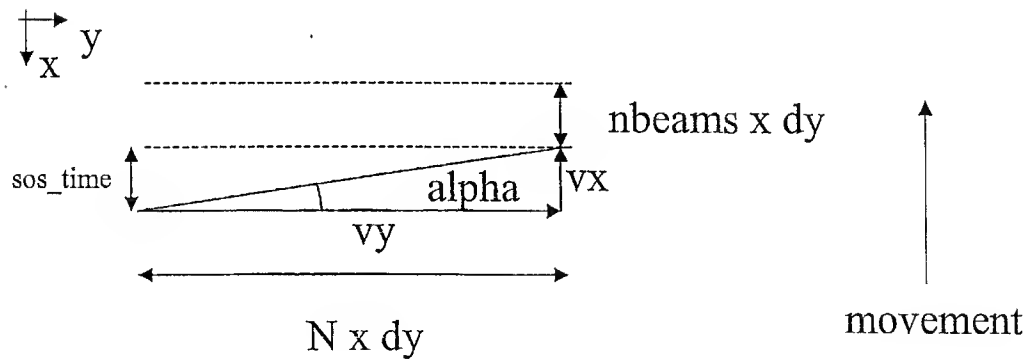


Fig. 11

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**Fig. 12**

$$v_x = nbeams \cdot dy / sos_time \text{ [um/usec]}$$

$$v_y = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N \cdot pixel_clock_time \text{ [usec]}$$

Fig. 13